

Avatar

Avatar A sophisticated and flexible avatar component designed to display user profiles, status indicators, and visual representations with support for images, text labels, badges, and animated gradient borders. Perfect for user interfaces, chat applications, social platforms, and any system requiring user identification and status display.

How to use ■ `import { AavaAvatarsComponent } from "@aava/play-core"` ; **Basic Usage** ■ The most basic implementation with default settings and image support. Angular Preview Code `< aava-avatars size = "lg" shape = "pill" imageUrl = "assets/1.svg" altText = "User avatar" > </ aava-avatars >` Avatar Sizes ■ Seven distinct sizes to suit different design requirements and use cases. Angular Preview Code `< aava-avatars size = "xxs" shape = "pill" imageUrl = "assets/1.svg" altText = "Ultra Small avatar" > </ aava-avatars > < aava-avatars size = "sm" shape = "pill" imageUrl = "assets/1.svg" altText = "Small avatar" > </ aava-avatars > < aava-avatars size = "md" shape = "pill" imageUrl = "assets/1.svg" altText = "Medium avatar" > </ aava-avatars > < aava-avatars size = "lg" shape = "pill" imageUrl = "assets/1.svg" altText = "Large avatar" > </ aava-avatars > < aava-avatars size = "xl" shape = "pill" imageUrl = "assets/1.svg" altText = "Extra Large avatar" > </ aava-avatars > < aava-avatars size = "xxl" shape = "pill" imageUrl = "assets/1.svg" altText = "Ultra Large avatar" > </ aava-avatars >` Available Sizes ■ xxs (Ultra Small) : Very compact size for extremely dense layouts xs (Extra Small) : Compact size for dense layouts and lists sm (Small) : Small size for compact interfaces md (Medium) : Standard size for most use cases lg (Large) : Large size for prominent content (default) xl (Extra Large) : Extra large size for emphasis and accessibility xxl (Ultra Large) : Maximum size for hero sections and special emphasis Avatar Shapes ■ Two shape variants to match different design systems and preferences. Angular Preview Code `< aava-avatars size = "lg" shape = "pill" imageUrl = "assets/1.svg" altText = "Pill shape avatar" > </ aava-avatars > < aava-avatars size = "lg" shape = "square" imageUrl = "assets/1.svg" altText = "Square shape avatar" > </ aava-avatars >` Shape Features ■ Pill : Circular shape with smooth rounded corners Square : Modern square shape with subtle border radius Responsive : Border radius adapts to size for optimal appearance Badge Integration ■ Seamless integration with badge components for notifications and status indicators. Angular Preview Code `< aava-avatars size = "lg" shape = "pill" imageUrl = "assets/1.svg" badgeState = "high-priority" badgeSize = "small" [badgeCount] = "1" altText = "Avatar with status badge" > </ aava-avatars > < aava-avatars size = "lg" shape = "pill" imageUrl = "assets/1.svg" badgeState = "information" badgeSize = "small" [badgeCount] = "5" altText = "Avatar with count badge" > </ aava-avatars > < aava-avatars size = "lg" shape = "square" imageUrl = "assets/1.svg" badgeState = "medium-priority" badgeSize = "small" [badgeCount] = "12" altText = "Avatar with notification badge" > </ aava-avatars >` Badge Features ■ Status Badges : Visual indicators for online/offline status Count Badges : Numeric indicators for notifications Custom States : Support for various badge states and colors Positioning : Automatic positioning at top-right corner Responsive : Badge size adapts to avatar size Text Labels ■ Support for both status and profile text labels with flexible positioning. Angular Preview Code `< aava-avatars size = "lg" shape = "pill" imageUrl = "assets/1.svg" altText = "User avatar" statusText = "Online" profileText = "John Doe" > </ aava-avatars >` Text Label Features ■ Status Text : Small text for status indicators Profile Text : Larger text for user names or titles Dual Support : Can display both status and profile text simultaneously Typography : Different font sizes for hierarchy Alignment : Proper alignment with avatar element Avatar Initials ■ Avatar can also support text-based initials Angular Preview Code `< aava-avatars size = "lg" shape = "pill" altText = "User avatar" initials = "JD" > </ aava-avatars >` Initials Features ■ Custom Initials : Allow developers to provide initials directly Background Colors : Configurable solid backgrounds Text Styling : Adjustable font size, weight, and color for initials visibility. Size Variants : Support for sm, md, lg (and more) to fit different UI contexts. Accessibility Features ■ Screen Reader Support : Proper ARIA labels and descriptions Focus Indicators : Clear visual focus indicators High Contrast : Enhanced visibility in high contrast mode Reduced Motion : Respects user motion preferences Alt Text : Support for image alternative text API Reference ■ Inputs ■ Property Type Description size 'xxs' | 'xs' | 'sm' | 'md' | 'lg' | 'xl' | 'xxl' Size of the avatar component shape 'pill' | 'square' Shape variant of the avatar imageUrl string URL of the avatar image statusText string Small text for status indicators profileText string Larger text for user names or titles badgeState BadgeState State of the

badge component badgeSize BadgeSize Size of the badge component badgeCount number Numeric value for count badges additionalText string Additional text label for extra information initials string Initials shown in avatar initialsBackground string Background color for initials initialsColor string Text color for initials customStyles Record<string, string> CSS custom properties override CSS Custom Properties ■ Property Default Description --avatar-size-us Dynamic Ultra small avatar size --avatar-size-xs Dynamic Extra small avatar size --avatar-size-sm Dynamic Small avatar size --avatar-size-md Dynamic Medium avatar size --avatar-size-lg Dynamic Large avatar size --avatar-size-xl Dynamic Extra large avatar size --avatar-size-ul Dynamic Ultra large avatar size --avatar-border-radius Dynamic Border radius for avatar shapes --avatar-border-radius-us Dynamic Border radius for ultra small size --avatar-border-radius-xs Dynamic Border radius for extra small size --avatar-border-radius-sm Dynamic Border radius for small size --avatar-border-radius-md Dynamic Border radius for medium size --avatar-border-radius-lg Dynamic Border radius for large size --avatar-border-radius-xl Dynamic Border radius for extra large size --avatar-border-radius-ul Dynamic Border radius for ultra large size Accessibility Guidelines ■ Screen Reader Support ■ Provide meaningful alt text for avatar images Use descriptive labels for avatar purposes Include context about user status and information Visual Design ■ Ensure avatar images meet minimum size requirements Provide clear visual distinction between different states Support high contrast and reduced motion preferences Use consistent sizing and spacing across the interface Best Practices ■ Design Guidelines ■ Appropriate Sizing : Choose sizes based on context and importance Ultra Small/Extra Small : Use for extremely dense layouts, data tables, and compact interfaces Small/Medium : Use for standard layouts, navigation, and user lists Large : Use for featured content, profile headers, and important user information Extra Large/Extra Large : Use for hero sections, prominent displays, and accessibility emphasis Consistent Shapes : Use consistent shapes within the same interface Clear Hierarchy : Use size and styling to indicate importance Status Clarity : Make status indicators clear and unambiguous Image Quality : Use high-quality, properly sized images Performance ■ Image Optimization : Optimize avatar images for web delivery Lazy Loading : Implement lazy loading for avatar images Caching : Cache frequently used avatar images Animation Performance : Use hardware-accelerated animations Bundle Optimization : Import only needed avatar features User Experience ■ Loading States : Provide loading indicators for remote images Fallback Handling : Implement graceful fallbacks for missing images Consistent Behavior : Maintain consistent behavior across avatar types Responsive Design : Ensure avatars work well on all screen sizes Touch Targets : Ensure adequate touch target sizes for mobile Implementation Considerations ■ Image Management : Implement proper image loading and error handling State Management : Properly manage avatar states in your application Accessibility : Ensure all avatar features are accessible Theming : Use CSS custom properties for consistent theming Testing : Test avatars across different devices and browsers Accessibility Implementation ■ Semantic HTML : Use proper HTML structure for avatar elements ARIA Attributes : Implement appropriate ARIA labels and roles Focus Management : Ensure logical focus order and indicators Screen Reader Testing : Test with actual screen readers Keyboard Testing : Verify complete keyboard navigation flow

```

<aava-avatars
  size="lg"
  shape="pill"
  imageUrl="assets/1.svg"
  altText="User avatar"
>
</aava-avatars>

```

```
<aava-avatars
  size="xxs"
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  altText="Ultra Small avatar"
>
</aava-avatars>
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</aava-avatars>
<aava-avatars
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  altText="Square shape avatar"
>
</aava-avatars>
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```
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  badgeSize="small"
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  altText="Avatar with status badge"
>
</aava-avatars>
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  badgeSize="small"
  [badgeCount]="5"
  altText="Avatar with count badge"
>
</aava-avatars>
<aava-avatars
  size="lg"
  shape="square"
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  badgeSize="small"
  [badgeCount]="12"
  altText="Avatar with notification badge"
>
</aava-avatars>
```

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■ No code found